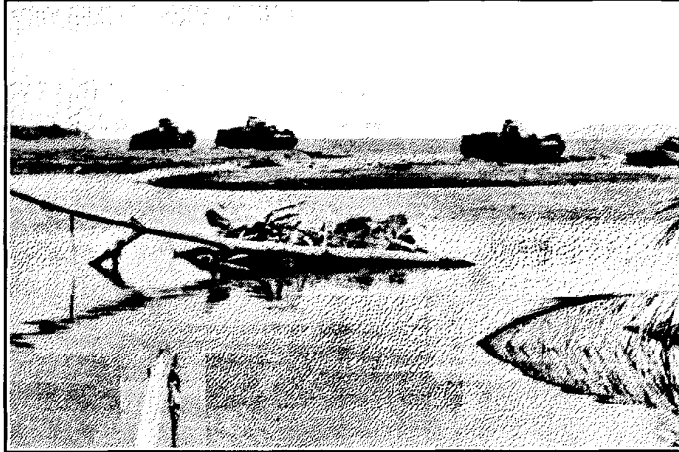


HELL'S CORNER

SCENARIO ASL TAC24 Translated by Coastal Fortress Gaming Group



VICTORY CONDITIONS: The Japanese win at game end if they have 34 VP Good Order infantry east of the River. Of these 34 VPs, a minimum of 10 must consist of mobile vehicles (D.7).

GUADALCANAL, SOLOMON ISLANDS, October 23, 1942:

Firmly reinforced by the arrival of the Tokyo Express and determined to take Henderson Field, once again the Japanese command assembled a general offensive with the 2nd division at the end of October. To the west of the vast airport defense perimeter, a force led by major-general Sumiyoshi with significant artillery concentrated at the mouth of the Matanikau river whose eastern bank was held by the 1st Marine Regiment. Starting October 20, the Japanese tested the American defenses with a succession of attacks led by Chi-ha tanks. At 1800 hours of the 23rd, Sumiyoshi's artillery began a prolonged bombardment of the American perimeter and the coastal road to the rear before the assault began.

BALANCE:

- Add a 50mm MTR to the Japanese OB

- ☆ Add 6 "???" to the US OB



4	S7 S5	37
34	7	

☆ USMC sets up first

● JAPANESE move first

1

2

3 ☆

4

5

6

7












8

END



Elements of the 3rd Battalion, 1st Marine Regiment [ELR:5]




set up in the hinterland hexes to the east of the river {SAN:3}:




 4-5-8	 5-5-8	 2-4-8	 9-1	 8-1	 8-0	 HMG [3] 8-12	 HMG [2] 4-10	 NTR [3] 60*(1-45)	 Radio [8]	 ? 7 morale
8	3					2				12



 AT M12 [2] 37LL	 2-2-8
2	2

 Trench OVR, OBA: +4 Other: +2	 Foxhole 5 DVR, OBA: +4 Other: +2	 MPH/RIF dr = MF CC: +1/-1
3	7	5













TD of the 1st Navy SW Battalion
enter on turn 3 or later along the eastern edge of board 37:

 19 75

Elements of the 4th infantry regiment [ELR:3]




set up on board 34 {SAN:2/4}:



 4-4-7	 2-3-7	 2-2-8	 10-1	 9-0	 8-0	 HMG [3] 8-14	 HMG [2] 4-11	 LMG [1] 2-8	 NTR [2] 50*(1-18)	 OC [3] 30-1	 ? 7 morale
19	2			2				4	5	2	12



1st independent company of tanks
set up on board 34:

 14 57	 9-2	 9-1
9		

Scenario Design: Sylvain Ferreira '92

SSR:

- EC is moist, with Mild Breeze which blows from the North-West. PTO rules are in effect with Light Jungle. The river is Fordable (B21.122). The Current is slow (B21.121).
- Place Overlays following: 4 on board 34 and S5 on 7X5-X4. S7 on 7BB5-BB6. S5 and S7 base levels are level 0. All the whole wood hexes on board 7 are Palm Trees.
- Board 7 and 37 undergo a Pre-Game Bombardment, resolved secretly by the US player. See C1.82 for HIPunits.
- The islands on board 7 do not exist (they are water hexes instead). All river water hexes adjacent to non-water hexes are Level 0 sand hexes instead. The rules of section F7 are in effect for these hexes as well as for S5 overlay.
- 1 US squads or equivalent may set up HIP along with all leaders/SWs stacked with them.
- The Japanese SAN increases to 4 as soon as 3 Japanese squads (or equivalent) are on board 37.
- The US player receives an OBA module of 105mm (HE only) with a Pre-registered hex (Barrage (E12) is possible). The Pre-registered hex cannot be located on board 34, and the only possible alignment (C12.31) for the Barrage is N-S.

AFTERMATH: The bombardment hardly over, a column of 9 Japanese tanks tried crossing the sand banks, followed by the bulk of the infantry. Returning powerful fire, the Marines also lead a series of artillery barrages in front of their positions. The American's 37 AT guns managed to destroy eight tanks. The last one reached the bank and crossed the network of barbed wire but a Marine rose up from his foxhole and immobilized it with a grenade in the tracks. A halftrack armed with a 75mm intervened to destroy it. Under heavy fire and with no support, the Japanese infantry was slaughtered trying to cross the river. The assault was soon halted with considerable casualties estimated at 600 Japanese dead and only 25 Marines killed. After a succession of attacks that were repulsed by the Marines throughout the night, the river's mouth gained the nickname: "Hell's Corner".